

IN THE SPECIFICATION:

Please replace the title of the invention with the following:

APPARATUS AND METHOD FOR TOY LEARNING USING A CYBER COMMUNITY

Please insert the following paragraph before the paragraph titled BACKGROUND OF THE INVENTION on page 1 of the specification:

CROSS-REFERENCE TO RELATED APPLICATIONS

Pursuant to 35 U.S.C. § 119(a), this application claims the benefit of earlier filing date and right of priority to the Korean Application No. 2000-47829, filed on August 18, 2000, the content of which is hereby incorporated by reference herein in its entirety.

Please replace paragraph beginning on page 1, line 15 with the following paragraph:

Generally, a learning/growing toy is an intelligent toy ~~which~~ that has a program ~~that can have~~ enabling the toy react to a user command ~~of a user using the art of~~ via remote controlling ~~command~~ and voice recognition or grow through learning for a certain time. For example, such a toy has a program ~~which~~ that enables the toy to interact to learning ~~according to actions from~~ inputs such as voice, sound, light and contact. Namely, the toy has a program ~~which~~ that enables the toy to grow intelligently and functionally by responding to the offline learning of the user ~~in offline~~.

Please replace paragraph beginning on page 1, line 22 with the following paragraph:

However, if a certain time passes ~~after buying the toy~~, the ~~grown~~ appearance of the toy ~~finally~~ shows a simplified pattern due to the limited learning guidance, instruction and memory. Also, the toy has a disadvantage that a variety of learning ~~chances can~~ opportunities are not provided and ~~various differing~~ interests ~~can~~ are not be ~~induced-imported~~ since the toy can grow only by individual learning without a comparison means with another users.

Please replace paragraph beginning on page 2, line 6 with the following paragraph:

Therefore, an object of the present invention is to provide a toy learning apparatus and method that utilizes ~~using a cyber community and a method thereof~~ by composing a toy so that the toy grows ~~in~~ offline, such that the cyber character grown ~~in~~ offline can exchange information with the cyber character grown in the cyber community, induce various interests of the real world and compare the toy with the toy of another users thus in order to have the toy grow corresponding to the interest or taste of the user.

Please replace paragraph beginning on page 2, line 12 with the following paragraph:

To achieve these and other advantages and in accordance with the purpose of the present invention, as embodied and broadly described herein, there is provided a toy learning apparatus and method that utilizes using a cyber community ~~is composed of a cyber community~~ having a cyber character which grows by learning ~~in~~ online and a toy which grows by receiving experience of the cyber character or experience of a user's learning.

Please replace paragraph beginning on page 3, line 14 with the following paragraph:

Figure 2 is an exemplary illustration showing a cyber community built ~~in~~ online in accordance with the present invention;

Please replace paragraph beginning on page 3, line 16 with the following paragraph:

Figure 3 is an exemplary illustration showing a ~~data~~ cyber character ~~exchange~~ exchanging ~~information of the cyber character and the~~ data with a toy in accordance with the present invention;

Please replace paragraph beginning on page 4, line 2 with the following paragraph:

Figure 1 is a block diagram ~~showing~~ illustrating the interaction of respective parts in accordance with the present invention and, as shown in the drawing, the toy learning apparatus ~~using~~ utilizing a cyber community comprises a cyber community having a cyber character which grows by learning ~~in~~ online, and a toy which grows by receiving experience of the cyber character or experience of a user's learning. Here, the cyber community comprises a network server for supplying information of the cyber character of a different user and an operation data for the toy and a performance apparatus for outputting the information of the cyber character to the toy and providing an upgrade program provided from the network server.

Please replace paragraph beginning on page 4, line 22 with the following paragraph:

A user stores learned contents in the memory (not shown) by adjusting a certain part of the toy, ~~or~~ controlling the remote controller or having the a toy learn using an information input means such as audio information after buying the toy a microphone. After storing the learned contents, the toys 11, 12 and 16 and the performance units 10, 13 and 15 are connected and the experience information of the toys 11, 12 and 16 is transmitted to the network server 14. Thus, the experience information is reflected ~~on~~ by the action of the cyber character in the cyber community. To the contrary, the experience information ~~by~~ of the cyber character is transmitted from the network server to the toys 11, 12 and 16 and accordingly, the toys 11, 12 and 16 learn and the operating/application program is upgraded corresponding to the learning.

Please replace paragraph beginning on page 5, line 7 with the following paragraph:

Namely, the experience of the current status of the toys 11, 12 and 16, such as a character, degree of growth and physical status, formed ~~in~~ offline is transmitted to the cyber character in the cyber community ~~in~~ online and affects the action in the cyber community and accordingly, the experience of the cyber character in the cyber community affects the current status of the toys ~~thus~~ in order to change the action of the toys.

Please replace paragraph beginning on page 5, line 13 with the following paragraph:

Figure 2 ~~is an exemplary illustration showing~~ illustrates a cyber community built ~~in~~-online in accordance with the present invention and, as shown in the drawing, the cyber community is a copy of the daily life of mankind and different cyber communities with a ~~same~~ similar concept can exchange information with each other. Here, in the respective cyber communities, cyber characters can be made ~~and the cyber character is~~ that are composed of a cyber character which exists only in a cyber community and a cyber character of a user who represents the toy in the real world. Therefore, those cyber characters can meet, talk as in the daily life, get necessary information visiting prepared rooms and have entertainment.

Please replace paragraph beginning on page 5, line 22 with the following paragraph:

Namely, the cyber community comprises a ~~house~~ home (family) for rearing a cyber character, a school in which the cyber character learns audio information such as music and voice, motion and gesture, and a robot education center for upgrading a program of the cyber character or downloading operation data and an information center for providing data related to such things as a shopping mall, news and weather while the cyber character acts as a shopping guide. Accordingly, the cyber character can perform the process of getting necessary information in the cyber community by talking with ~~another~~ cyber characters and visiting the prepared rooms as a person would in the daily life.

Please replace paragraph beginning on page 6, line 6 with the following paragraph:

Therefore, the information about the experience of the cyber character ~~which is~~ obtained and learned in the ~~whole action~~ process is provided as information for ~~having~~ allowing the toys 11, 12 and 16 ~~in~~ to learn offline learn. Also, ~~the~~ expressive information, such as a motion of the cyber character, which is obtained in the cyber community, gesture and audio information can be operated in imparted to the toy ~~in~~ offline.

Please replace paragraph beginning on page 6, line 11 with the following paragraph:

Figure 3 ~~is an exemplary illustration~~ illustrates an information data exchange information of between the cyber character and the toy in accordance with the present invention. The and the cyber character 20₁ which exists in the online cyber community₁ and the toy 21 ~~in offline~~ exchange information offline through the performance apparatus (not shown) and the cyber character 20 and the toy 21 reflect the experiences of each other. Here, the cyber character 20 and the toy 21 each has a sensor for sensing the outside stimulation, an input apparatus for inputting an image, audio information and letters and a communication apparatus for wire and wireless communication. Accordingly ~~and accordingly~~, the ~~components~~ toy 21 can contact with the cyber character 20₁ which exists in the online cyber community.

Please replace paragraph beginning on page 6, line 21 with the following paragraph:

Therefore, the experience information₁ such as the status of feeling of the toy 21 formed ~~in~~ offline, degree of growth, degree of intelligence and physical status₁ is transmitted to the cyber character in the online cyber community. Accordingly ~~and accordingly~~, the information affects the action of the cyber character 20 in the cyber community. Also, the product information of the cyber character 20 in the online cyber community, educational contents, news, weather and the experience in the cyber community affects the toy 21 ~~in offline~~ thus in order to change the action of the toy 21.

Please replace paragraph beginning on page 7, line 4 with the following paragraph:

Figure 4 is a block diagram ~~showing~~ illustrating the flow of data among the network server, performance apparatus and toy. As ~~and as~~ shown in the drawing, the user adjusts a certain part or controls the remote controller or has the toy 32 learn using the information input means (not shown) such as ~~an audio information~~ a microphone ~~after buying the toy 32~~ and stores the experience information is stored in the memory (not shown).

Please replace paragraph beginning on page 7, line 21 with the following paragraph:

~~At this time, the~~ The performance apparatus 31 is provided ~~the~~ with upgraded contents and an upgraded program by the network server and, accordingly, the performance apparatus 31 provides the upgraded program to the toy 32 ~~in~~ offline. For example, ~~by transmitting the information related to motion, gesture, the operation data as the~~ and audio information, ~~as well as~~ as information such as news, weather, shopping and experience information of the cyber character in the cyber community may be transmitted from the cyber character to the toy 32 in order to have the toy 32 learn.

Please replace paragraph beginning on page 8, line 11 with the following paragraph:

~~Namely, the~~ The network server 30 synchronizes the operation of the cyber community in a plurality of performance apparatuses apparata 31 ~~which~~ that are connected to the network server 30 and accordingly, thereby it makes as if projecting the user ~~is connected~~ into the cyber community which is operated in the network server.

Please replace paragraph beginning on page 8, line 15 with the following paragraph:

~~At this time, the~~ The respective performance apparatuses apparata 31 transmit a signal requesting ~~signal for providing~~ contents, such as operation status information, required information and operation data, to synchronize the operation of the cyber community to the network server 30 and the network server 30 transmits the operation synchronizing control signal and the required information to the respective performance apparatuses apparata. Therefore, the burden of transmitting mass capacity programs to operate the cyber community to the respective performance apparatuses apparata 31 is alleviated.

Please replace paragraph beginning on page 8, line 23 with the following paragraph:

On the other hand, as ~~shown~~ illustrated in Figure 5, ~~which is in~~ another embodiment of the present invention ~~for performing the toy as a toy having various experience information~~, the user can have the toy grow as a toy having various experiences, thereby satisfying the taste of many users. The embodiment illustrated in Figure 5 ~~by comprising~~ comprises the steps of turning on the power supply of the toy ST 10, selecting a user ~~questioning the mode to identify~~ of the user ~~by~~ of the toy ST11, selecting a default user ~~in case if~~ the user mode is not selected ST12, reflecting the experience information of the toy on the cyber character ~~in~~ online according to the selected user and ~~accordingly~~, changing the activity of the cyber community accordingly ST13, and reflecting the experience of the cyber character in the cyber community ~~in~~ online on the current status of the toy and changing the action of the toy ST14.

Please replace paragraph beginning on page 9, line 9 with the following paragraph:

Also, as in another embodiment of the present invention ~~for joint experience information about the toy of another users~~, the each toy can be composed as ~~each toy has~~ having a memory or the input and output apparatus for providing information to the toys may exchange information. Namely, ~~the~~ a toy having many memories can grow as ~~a toy by~~ having different experiences ~~by having many memories in a toy and~~ through exchanging each memory ~~or act remaining containing~~ the information about the experience or by replacing only the memory ~~only even though when~~ the user buys a new toy. The replacement of the memory is referred to as using ~~the method of~~ detachable memory attachment. Also, the method can exchange information with the cyber character in the cyber community by mounting the memory of the user's toy in the toy of another user. Therefore, the toy can have various experiences ~~using a toy by composing the toy so that the toy grown by the user in online and the cyber character grown by another users joint~~ combine their experiences.